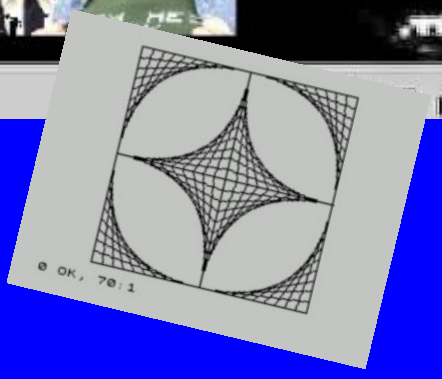
SUC-SESSION

YOUR MAGAZIN FOR THE SINCLAIR SPECTRUM



- Demmi's Diary - Review
- c't Retro
- Adventuresolutions
- News
- Software 2017
- The ZX Spectrum Prototype

ISSUE
223.
OF YOUR
MAGAZINE

FOR SUBSCRIBERS WITH SCENE+ DISK AND TAP
THE NEWEST AND BEST PROGRAMS
DIRECTLY DELIVERED TO YOU

EDITORIAL

Dear SUC-Session readers,

as you will all have noticed, SUC Session 223 is thinner than the previous two.

Sorry! We would have liked to have given you more pages! Honestly! That there are less this time - there are some reasons for that:

The time gap to the previous issue, SUC Session 222, is a bit smaller than the time gap between the previous issues. It's probably also because I put some pressure on Thomas this time (excuse me, dear Thomas) to get closer to the goal of publishing three issues per year. So he had less time to review the software and to summarize the results. The main reason, however, is that only three people actively participated in this issue. We, Thomas, Harald and I, did our best to fill the booklet.

So I annoy you again. Write something for the SUC session. I, that is, we are sure you can tell something. The language doesn't matter so much. We will translate it and make it available to everyone else - if Thomas finally agrees to learn Italian and Swahili - Mr. Google can speak several foreign languages - even if the result has to be revised.

What's new is that I've decided to introduce an editorial deadline. This is simply to set a binding deadline for Thomas or me to receive the articles. Depending on when the articles arrive, they will be published in the magazine - I am quite flexible.

The 2nd Spectrum meeting in Sonnenbühl on 4/5 and 5/5 of this year is over. A report on this in the next SUC. Norbert hosts the 21st Spectrumania in Wittenberg. The date is 31/8 & 1/9 of this year. Here you can also find information in the forum.tlienhard.com.

Good news at the end: From a reliable source (again Thomas!) I know that it is planned to deliver the Spectrum Next in summer. We are looking forward to it! In this sense! Have fun reading!

Many greetings,

Joachim

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IMPRINT

The SUC-Session magazine appears in German and English and can be subscribed together with the disk-magazine SCENE+ at the *»Spectrum-User-Club«.*

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We thank all helpers for their contributions!

Editorial deadline for SUC SESSION 224

Saturday, August 10th 2019

READERS LETTERS

Hello, folks,
Unfortunately this time there were only a few letters to the editor which contained more than one greeting. Here we have the letter of Harald Lack from Rosenheim representing many of them:

Hello Thomas,
Thank you for the magazine. The new info was really great - a very big praise also to Joachim!!! By the way, I also liked his contribution about the different characteristics of the "Freaks" :-)). In the next days you will receive a new article from me.
Best regards, Harald
Thanks for the feedback, Harald. I'm si-cher all looking forward to your adventure solutions and more articles. Thanks also for that. You have been filling our magazine for decades.

The next letter comes from Frank Ruthe from Wittingen:
Well, the mail as well as the magazine arrived well-behaved. Otherwise: Many thanks to all involved, the magazine has me (is only my second) very much liked and I am already looking forward like Bolle to the next issue. Another thing I remember: I think many readers have been there for years and probably never "left" the ZX Spectrum. I belong to the group of "re-entries" and try to learn what has happened in the last 30 years (WoS-Dramas, DivIDE/DivMMC, etc.pp.). Therefore the contribution of Ben for example was very helpful for me - maybe you could place such information and reports more often in the SUC session.
Greetings and thanks, Frank
Hello Frank, as editors we are of course very dependent on the input of our readers. Many of our readers have tested interfaces that we haven't introduced yet. Please don't let us do all the work alone, write us your experiences.

Another relatively new reader comes forward, Ferdi-nand Lenhardt from Schwabach:
Hello Thomas, hello Mirko,
I have received the SUC Session 222 in the meantime as PDF and in paper form. I also received the SUC-Session 74 in both formats. Only now I noticed that I haven't received the corresponding TAP file yet.
Thanks to the whole team for your work! Many greetings, Ferdinand
Hello, Ferdinand,
the SCENE+ disk does not appear so often, we have already taken this into account by announcing that three issues of the SUC session will appear in the future, but only one issue of the Scene+ disk. We will convert any existing subscription credit accordingly.

Hello,
Could you send me the links for the magazines I got with this subscription for this year, I have been very busy and if you can please send an email with the links. I only read one magazine of this subscription so far from you many months ago. I am missing it ;) It is the best electronic magazine keep up the brilliant work!

Thanks for your kind words. I hope you are satisfied with this issue. We are producing about 3 magazines per year, the time when they appear is unsure. However, we try to improve that.

Let's stay international, Florian Stadler from Vienna / Austria takes the floor:
Hi Thomas!
At this point I would like to give the desired feedback, albeit very late:
Mail with PDF link has arrived, the printed version about a week later. A great issue, really successful the current issue. Only in the otherwise great article about the ZX Spectrum Recreated I noticed that Joachim thinks that you can only use the Recreated via Bluetooth and not via USB cable. That's not true in my experience, MacOS works basically, but

not very well, because the special keys don't work. However, operation via cable is as intended according to the instructions and packaging. To be honest, I wasn't aware that the Recreated was not so well received on the internet. For me as Kickstarter-Backer everything went satisfactorily. The only negative I know about this thing is that there is a typo on the case: "Ture Video" instead of True Video. Many greetings, Florian

Hello Florian, thanks for the correction. Of course Joachim doesn't have a Mac. Nevertheless: The device keeps what it promises and is now sold out everywhere.

Hello Florian,
It is of course an incomparable advantage that I get the letters to the editor immediately after Thomas. So I can answer directly:
Here is a small correction: I have a Mac Mini and a Mac iBook G4 in my collection. But I didn't test the Recreated on it. Both the Mac Mini and the iBook G4 are a bit old. Apple's current software no longer runs on it. Thomas can't know that.
About the Recreated on the Mac: How about writing an article about it? Your remark about the Recreated on Mac and USB interests me a lot.
Greetings, Joachim

Jürgen Strobel from Schwifting had a question, but found the solution himself. We don't want to withhold it:

But now I have a small question about the divMMC and the Exodos, which I couldn't find out in the www. Is it possible to select Tap Images via the NMI and NOT start them automatically? By default, the TAP file is started immediately after selection with Enter, but I only need the option to select and return to Basic. But I didn't find anything. Maybe you can help me here. Would be super :) Good time and nice day. Many thanks for the help
Jürgen Strobel

Since we didn't know what to do, Jürgen wrote us later, that you can select a file with "i", with "BREAK" you can leave the menu and load the corresponding TAP file with LOAD.

Letters to the editor as always to Thomas by email:

thomas.eberle@sintech-shop.de

NEWS IN SHORT...

Dizzy´s Birthday

"Dizzy", the hero of many Spectrum games has turned 30. Well, this message comes about two years too late, but we weren't invited to the party either. But what you can invite is the remake of "Crystal Kingdom Dizzy", the last official Dizzy game on the Spectrum. After all, with the permission of the original authors, but not with the permission of Codemasters as copyright holder, probably the best Dizzy version ever was created. The game got a preamble with a great demo sound. Of course, the game principle has remained the same, but the graphics have been significantly improved. Dizzy has never been seen so colourful. In any case, don't look, you won't be able to buy it nor on the Scene+, but you can download it or even play it online here:

https://zxart.ee/eng/software/game/arcade/adventure/dizzy-vii-crystal-kingdom-dizzy-2017/dizzy-vii---crystal-kingdom-dizzy-2017-v105tap/

Antstream - Retro Games on the move

Our magazine will probably appear too late for you to support this project, but maybe it will become reality anyway: The need for retro-games has been recognized and therefore a platform has been created where you can play them. From A like Amiga to Z like ZX Spectrum the best retro games are available and more and more are added. With a subscription you can play as many of them as you want. The app already runs on PC, Mac, Xbox One, Android Tablets or mobile phones, Apple devices should follow. Maybe there will even be a retro console for it. Keep up to date if you're interested in all kinds of retro games: https://www.kickstarter.com/projects/234135283/antstream-retro-gaming-reborn?ref=nav_search&result=project&term=antstream

Off for Vega+

After a long stumble and fight... after the first supposedly 400 delivered devices there will be no more. More than 4000 buyers look into the tube. We had reported about difficulties of "Retro Computer Limited", now the company is broke. But the fight goes on and the courts will probably still be occupied with how far the bankruptcy could have been averted and how much guilt the individual directors bear. The loser in all this is definitely the Spectrum community.

Sinclair's visions

Mirko found an article about the anniversary of the operating systems (50 years). This was probably the main topic of the "Vintage Computing Festival Berlin (VCFB)" at the end of last year. Besides many systems there was also the Spectrum with

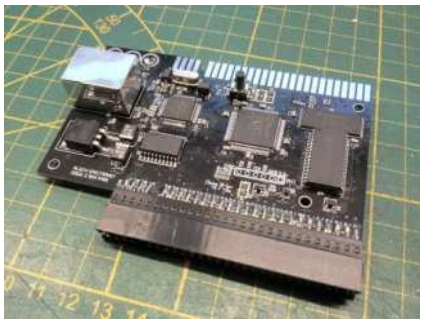
the operating system Vision for Beta Disk to see. Click here to read the article:

https://www.heise.de/newsticker/meldung/VCFB-zu-50-Jahre-GUI-Historische-grafische-Benutzeroberflaechen-ganz-lebendig-4194646.html

Spectrum Next Next

Is the Spectrum Next threatened by a similar fiasco as the Vega+? It doesn't appear to be. According to this, the delivery should take place before the end of the half-year, so very soon. Pictures from the Next have already been exchanged in their finished packaging. Hooray!

Spectranet - Ethernet for Spectrum



The Spectranet - Interface by Dylan Smith was introduced 10 years ago. That the project is not yet finished is shown by a group of currently very active users. For example, snapCterm, an 80-character terminal program, has now been introduced. It also works with IF1 or emulator:

https://8bitecho.weebly.com/apps.html

There is already at least one multiplayer game, but one thought is of course to load games directly from the Internet into the Spectrum. The Spectranet-Ethernet interface will be back on the market soon, Ben Versteeg from ByteDelight will produce it.

THERE WAS THE GREEN SOCK THING

»DEMMI'S DIARY«

BY DIETER HUCKE, WITH TEXTS BY JUTTA RAHARDT

Demmi's real name is Daniel Emil Michael and he is a teenager who grew up in the 80s of the last century, which we can probably still remember vividly. He's a bit chaotic, quick to get excited and just as easily distracted. There are only three constants in his teenage life: his girlfriend Jenny, his ZX Spectrum 48 and green socks.

Demmi gets the Spectrum for his 12th birthday and doesn't know what to do with it at first. He calls his friend Jello, who successfully helps him on his way.

Jello is his best friend, who always puts him to the test despite his strongest but futile resistance. To Demmi's annoyance he only notices afterwards that Jello was at least two nose lengths ahead of him again. But that doesn't change the friendship between the two, as they overcome the pitfalls of their puberty together.

Demmi actually spends far too much time in front of the computer, which we, the readers of "Demmi's Diary", know only too well.

Only Jenny manages to get Demmi away from his ZX Spectrum, because at the tender age of 11 she already had an eye on Demmi - and even with both hands.

Demmi writes his experiences in his diary, first on paper, then with the help of the Spectrum into the computer. The fact that he also makes an almost fatal mistake is only briefly stated here without revealing too much. That the protagonists in the book have real role models is almost obligatory. At this point Dirk Berghöfer is greeted, who according to Dieter Hucke is the living example of "Jello".

Demmi's diary saw the light of day in SPC magazine 137. Dieter Hucke, the author of Demmi's diary, then published the individual episodes in SPC magazine in loose order. For some of the magazine's readers, "Demmi's Diary" was the reason to stay loyal to the club. Werner Neumeyer-Bubel writes aptly in his greeting at the beginning of the book:

»...I looked forward to Wolfgang Haller's magazine and was disappointed every time it didn't contain a new story by Demmi.«.

Dieter Hucke manages without any problems to revive the spirit of the storm and stress period of the early 80s. The 80s were the pioneering era of home computers. A time in which 8 bits were perfectly sufficient and 64 kB of RAM meant a gigantic expansion of memory and I like to remember it back.

Dieter Hucke and Werner Neumeyer-Bubel decided to revise the individual episodes and to publish them as a book. It should be noted that Jutta Rahardt has contributed Jenny's point of view, which

»*Demmi's Diary*« in Costa Rica

is a wonderful contrast to Demmi, because Jenny sees everything much more pragmatically, so that she grounded Demmi again and again when he got lost between bits and bytes.

The reworking has succeeded, the flair of the 80s comes alive again. The time when TFT screens weren't talked about yet and the micro SD card with 64GB memory was still science fiction. We remember that with the tiny amount of memory available today, incredible things were possible, even at a reasonable speed, without the fingernails having time to grow to the length of the forearm.

Reading Demmi's diary gave me incredible pleasure. The book brought me the 80's back and gave me a nostalgic feeling. The 80s were also my most important years, because I met my wife in 1983, married her and got my daughter at the end of this decade. In this decade I grew up. I remember that time with pleasure, even though it was a difficult time for me in the middle of the decade.

Demmi's diary is a first-rate reading pleasure. It revives the 80s, is funny, surprising and entertaining. It's just fun to read.

I don't know if there are any plans to translate Demmi's diary into English. However, it would be a pity to withhold this entertaining and very entertaining book from the readers of the SUC session who are not proficient in the German language.

To the photo it is briefly said that I have taken the book in the last year vacation with me to Central America, to Costa Rica. I read it there again with pleasure and used the opportunity to hold it under the beak of the depicted parrot. But the parrot was not really interested in it...

If Demmi's diary still exists when this review appears, I can't say. The best thing to do is to ask Dieter Hucke at www.demmi-tagebuch.de.

And what the green socks are all about, you have to read yourself.

Joachim Geupel

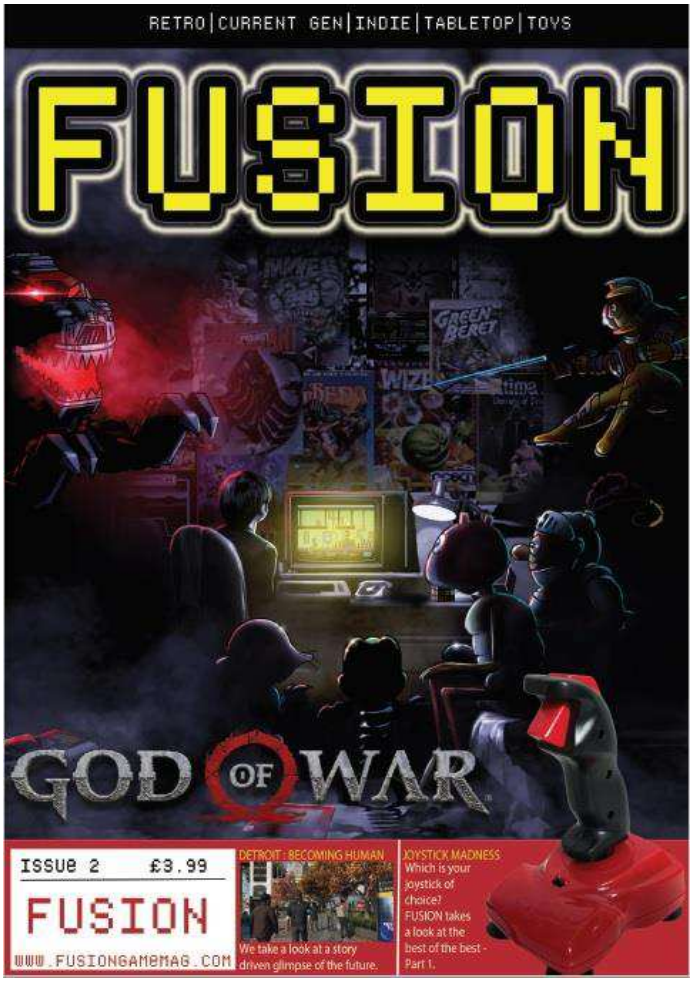
»RETRO FUSION MAGAZIN«

Some time ago I happened to get a free issue of Retro Fusion magazine and want to report about it.

The magazine claims to be a general retro games magazine, not just for the Spectrum. The present issue has a proud 60 pages and is issue 2. Meanwhile issue 4 has been published, which allows the assumption that the magazine appears about every six months. I didn't find a hint, about a year, anywhere, maybe a small minus point.

The magazine is distributed as a genuine printed color A5 booklet at a price of just under 4 pounds + 1.50 pounds postage in the UK, Europe 3.00 pounds. Here I have a PDF of issue 2, which was distributed free of charge as part of a campaign. But it is also planned to publish all issues as PDF.

The magazine is divided into a retro area, an area for current consoles and others. The current part deals with games that are supposed to have a retro background, but which I didn't really get to know, maybe it's just the name of the game. In the



retro area, older games are considered, but we are far away from the Spectrum age and rather in the 2000s, which seems almost like current to me, but admittedly 10-20 years ago again. The magazine seems to be mixed up, so that I can't clearly assign whether the article about a former gaming star belongs to Retro or to "Anderem". But all in all it is not a magazine that takes me back to my childhood. More than half of the magazine has rather current games to the topic, only the article about "Sea of Thieves" goes over four pages. The page number is also deceptive about the actual content, which is only A5 pages, which corresponds to about 30 pages of the SUC session. What is not clear to me is the audience the magazine is aimed at. It doesn't seem to me to have a clear line, but simply seems to be a collection of topics. Not that it is bad throughout, I generally like English magazines and the article about joysticks, for example, is very interesting. But for a magazine that refers to current software it has too little content and for a retro magazine it is just too little... well... Just retro. Since we are a Spectrum magazine, I also wanted to count the number of mentions of the Spectrum... those are... Zero. So a retro magazine from Great Britain that doesn't even mention the Spectrum or anything related to Spectrum, but dedicates almost half of the magazine to titles for PS4, Xbox One or PC. I think it's like trying to do justice to everyone here instead of finding your niche in the magazine market. But if you want to get your own picture, you can order all issues at https://fusionretrobooks.com

Thomas Eberle

»C'T RETRO« - THE COMPUTER MAGAZINE REMEMBERS ITS ROOTS

We, the members of the Spectrum User Club, have been dealing for a long time with the treasures that have accompanied us as children, in our youth and in the years of our young adulthood. Some of us have rediscovered these treasures, some have carefully packed their treasures away perhaps three decades ago to unpack them now, at the end of the second decade of the 21st century. For others, they have always been present and part of life.

In our case this means the home computers of the 80s, especially the ZX Spectrum in its six well-known versions. Often enough we stand amazed in front of the devices and wonder how it was possible to create such great programs in a spartan programming environment with minimal memory from today's point of view, so that they still fascinate us again and again.

Some of us are certainly collectors of these treasures, as they are the forerunners of today's computers. Their performance and memory reminds us of the time when Captain James Tiberius Kirk (or Pavel Chekov and Hikaru Sulu) steered the Enterprise through the vastness of space full of youthful verve.

It cannot be denied that our home computers are the pioneers of modern computers. Everything that today's computers can do has been tried in one way or another on the Spectrum, the Amstrad CPC, the Commodore and various other computers. The second wave came with these computers in the form of Atari ST, Commodore Amiga and Apple Macintosh.

The »c't retro«, which was published in October 2018, deals both with these computers and with technology that was available at that time.

I bought the magazine sometime in November 2018. At 6,90€ it is not more expensive than other

glossy magazines. One of the reasons for the publication of this issue is the 35th anniversary of the magazine »c't«. If the »c't« is in the meantime a computer magazine, which turns predominantly to genuine insider, then the »c't« was in the beginning a booklet, that almost everyone could read who had anything to do with »home computing«.

The magazine is a thoroughly successful retrospective of the last 35 years. Various projects presented were groundbreaking and ahead of their time, such as the IBM-compatible computer »c't86«, which went through various expansion stages before disappearing into the depths of computer history. The »Btx Bank Robbery« of the »Chaos Computer Club« is another story to be told. The »NeXT«, not to be confused with the »Spectrum Next«, is introduced - from today's point of view a milestone in computer technology. The »NeXT« was Steve Jobs attempt to get a bit of the market from Apple, after Apple had fired him. The computer was unique, but hardly anyone wanted it because it was far too expensive.

On page 8 the »retro scene« is illuminated, in which with a wink of the eye these kind of people are reported, to whom we also belong. It also tells of people who are not necessarily concerned with computers, but who are concerned with getting old slot machines and pinball machines to back to work after they went broken.

Interesting for us, the members of the *»Spectrum User Club«*, are the pages in the middle of the issue, where the Spectrum is presented retrospectively. It reports and philosophizes about the Spectrum's hardware; did you know that the ZX Spectrum was the most copied home computer before the IBM era? It also briefly discusses the competition between Sinclair and C64. We are well aware that interface 1 provides an RS232 interface and that a token and then a character appear on the screen at the press of a button, but not our ZX Spectrum-less fellow citizens.

The second article reports about the various emulators of the ZX Spectrum for PC, Mac OS, Linux and Android, utilizing the file formats »TAP«, »Z80« or »TZX«. The more or less well maintained internet presence »World Of Spectrum« is also mentioned briefly.

The third article describes the discussion with the recordings on and from the music tapes, with which we struggled at that time. Although I have to say that my cassette recorder at that time hardly ever produced a tape chaos. Further back in the article the Microdrive is introduced. That I have only moderately good memories of this part is something I'd rather not mention here...

For those who are not yet familiar with program recording on cassette - it will also be explained.

In the next article the author talks about the BASIC editor of the Spectrum and finds it »idiosyncratic«. I think it's clear to everyone that it's a matter of debate - after all, using the editor is just a matter of getting used to it. I can remember editors on other computers that didn't have syntax checks and that made it hard to find possible programming errors in the BASIC code, because if an error occurred, they would at best only output »Syntax Error«.

The last article finally deals with some of the well-known games. In it you can read both the astonishment and the admiration, what was and is possible on such a »small box« - and all that with only 48KB maximum and later with 128KB memory space.

The games *»Manic Miner«* and *»Jet Set Willy«, »R-Type«, »Knight Lore«, »The Hobbit«, »The Lords of Midnight«* and last but not least *»Elite«* are introduced.

The 13 pages do only rudmentarily justice to the Sinclair ZX Spectrum. After all, the ZX Spectrum part is fair, even if only superficially but relatively comprehensively.

The »c't Retro« does not only deal with pinball machines and home computers. The booklet also introduces a technique from which the CDs emerged later. With the TED image record player, video records were not scanned with a laser but with an ultra-fine needle. The system was not yet recorded digitally but analogously to the audio record. I can remember this device. It was introduced in a department store in the place where I

grew up in the south of Germany. Only instructed personnel were allowed to operate the device and the quality corresponded approximately to that of a VHS video recorder. However the video turntable was exorbitantly expensive, so that the device disappeared after some time as unsaleable from the department store and was never seen again.

Presenting the contents of the entire issue here in the SUC would go beyond the scope of this publication. There is much more in the booklet. The unavoidable C64 is covered as well as very early computers. There is also a report about fake software, which the editors of the »c't« have tracked down - one of the early data scandals and by no means a phenomenon of modern times.

One chapter deals with new technology on old devices. Another explains how to repair old equipment and what aids are available.

The pre-Internet scene of the mailbox networks at that time is introduced by means of the »Fidonet« - Yes! Even before the Internet, there were computers that were connected to each other in an internationally decentralized way. I myself was a user of this network and had a telephone bill that was far too high for a two-person household. The acoustic coupler from Dataphone is still lying around here somewhere.

The magazine »c't Retro« is not only a reminiscence of the time of the 8-bit computers. It also offers an insight away from the home computer scene. It illuminates modern technology in connection with retro technology and again picks up topics that were actually already forgotten.

It was fun to read the »c't Retro«. I don't normally read computer magazines from top to bottom. Here I did it and I regretted that the magazine was not thicker.

For those who haven't read the »c't Retro« yet, in the Heise Shop the magazine is still available as a print edition, at least at the time I wrote this article. It can also be downloaded there as a PDF, of course for a fee. Unfortuntely this magazine is only available in German.

Joachim Geupel

JUST AN IDEA...

Hello, dear SUC readers,

As usual I'm concerned with what would be interesting as a contribution to the SUC. The satire about the appearances of the freaks in the wild, for example, is the result of these considerations.

Because of the way of thinking, which would be still interesting to them, I would like to submit to you here a suggestion, which would be worth considering:

How about you, the members of the SUC, introduce yourselves and tell us who you are? Describe in a short outline: who are you, where do you live, how and when you first encountered the Spectrum, the ZX81 or whatever the device was. Are there any anecdotes you can tell?

First of all, I'd like to point out that this is not supposed to be a blatant exposure or even a literary exhibitionism. It's all about introducing yourself and telling a bit about yourself.

So that this doesn't just remain a suggestion, I'll go ahead, I'm now the one on whose computer the SUC magazine is created.

So:

In the meantime, probably every SUC reader knows that my name is Joachim Geupel.

← That's me.

This is how I look when the sun shines on my face...

I am at the tender age of 59 years - so not so fresh anymore but still alive.

By profession I am a radio electronics technician and master electrician, specializing in electronics. That's not all, but all further enumerations go beyond the scope of this issue.

I had my first real encounter with a computer at the age of 17. My older brother, who was studying telecommunications technology at the time, had a

My collection. From top to bottom and from left to right: Harlequin 128, Harlequin 48,Sinclair QL, Spectrum +3 (unfortunately defective) Spectrum +2A, Spectrum 2 grey, Spectrum 128, Spectrum 48 with IF1 & Microdrive, Spectrum 48, ZX 81

single board computer with which he tried to familiarize himself. He explained to me what it could do, such as switching on the coffee machine, controlling the tape recorder and opening the door on command. Anything would have been possible, he just didn't do it...

In fact, the second and lasting contact was that when the ZX81 kit was offered by Vobis. I was just retraining as an electronics technician and the part fit the bill.

The kit worked immediately, unlike some of my fellow students. But I really didn't know what to do with it at that time. Again it was my older brother who showed me the way. However, I was a little disappointed that the ZX81 was so small...

Half a year later I exchanged the ZX81 for a ZXS 16k. Four years later, I got the ZX-Spectrum sky because I removed interface 1 without turning off the computer. Fixing the computer, I didn't get the idea - broken was broken.

An article in "Computer Kontakt", one of the many computer magazines on the market at that time, brought me closer to the remote data transmission. There "ZX Telecom" was introduced by Michael Schramm. A special issue of the "Chip" or the "c't", I don't know which one anymore, infected me finally with acoustic couplers and the manual dialing into various mailboxes - the acoustic coupler brought me to the edge of my financial possibilities.

As a result, my telephone bill rose to immeasurable proportions. There was also a certain potential for conflict with my wife, because every time she said something in the background at a certain increased volume, the connection to the mailbox was gone when I was online.

The Spectrum had already given way to an Atari ST 520+ by that time, which was a quantum leap for me at least. The ST then gave way to a PC five years later. It should be noted that the PC has been scrapped for a long time, while the Atari ST is still standing here.

The acquaintance with Thomas, our mastermind, brought me back to the Spectrum in 2015. The actual infection took place during Spectrumania in Wittenberg. Since then I have been back and on my PC, the fifth or sixth, the SUC is created.

And I am still married to the same woman. The DFÜ and the hobby "computer" did not manage to end our marriage, despite the fact that this was a recognized reason for divorce at that time.

So, that's it from me. Now it's your turn!

Greetings, Joachim

»THE SORCERER OF CLAYMORGUE CASTLE«
ADVENTURESOLUTION

1985 Scott Adams/Brian Howarth/Teoman Irmak
(Adventure International)

Greetings to adventurers!

For my adventure solution today, I use a program written by Scott Adams, but one of his later works, "The Sorcerer of Claymorgue Castle". The Spectrum version was once again made by Brian Howarth, who already ported "Spiderman" to our computer. He was supported by Teoman Irmak. All this was published by Adventure International in 1985. Nevertheless, this timeless adventure is still worth seeing and playing today. Now Scott Adams was rather known for not writing very simple adventures, whereby this "late work" in my opinion is neither excessively extensive nor particularly difficult to solve. But nevertheless there are of course some possibilities to think 'around the corner'. Let yourself be surprised!

What is our task in this adventure?

Well, you can summarize it briefly. You can again collect a certain number of items, stars, and place them in the right place. That sounds relatively simple, but sometimes it's not. The adventure game doesn't have very many locations, which we will enter in the context of my solution suggestion, but very often the stars are well hidden and can only be found by solving a non-trivial puzzle. And what hollow trees are all good for! But you will still see yourself.

At the beginning of the program the player stands in front of a castle where the drawbridge is raised. Nothing unusual so far. If this castle is already standing around, then it is certainly an important part of our solution and should definitely be explored. But how do you get in? I will not only give you the necessary help for this problem in the context of the solution hints. But first we want to have a look at the attached plan (p.15) to get a better orientation. As you can see, it's manageably large and if we walk through it together in the course of my adventure solution, we'll come across the locations and items listed below:

01) In a field / moat, castle, drawbridge
02) In the water of a moat / sleeping moat monster
03) Underwater in thick murky fluid A / soggy towel
04) Underwater in thick murky fluid B
05) In a pool of dirty water
06) In a kitchen / large floor drain, wooden crate
07) In a courtyard / magic fountain, permeability spell, fire bricks
08) In an entryway / drawbridge, old lever in wall
09) In a plain room
10) In a vacant room / spell of methuselah, unravel spell
11) In a ball room / chandelier, tied end of rope
12) On a large chandelier / star, broken glass
13) In a storeroom / star, sign
14) In a staircase / rabid rats
15) Under the stairs / star
16) In an anteroom / oak door
17) In a dusty room / stone door, dust (Attention! – not visible!!!)
18) In a stone staircase
19) In a damp cavern / hot lava stream
20) On a drawbridge / moat
21) In a forest of enchantment / ashes
22) Underwater in thick murky fluid C
23) Underwater in thick murky fluid D
24) Underwater in thick murky fluid E
25) Underwater in thick murky fluid F / moat bottom
26) In a loft above the ball room / potion
27) In a stream of lava
28) In a stone grotto / star, dizzy dean spell
29) In a dragon's lair / star, old dragon
30) In a wizard's workshop / star, firefly spell

31) In a hollow tree
32) In a box A / hole
33) In a box B / piece of metal
34) In a magic fountain / star, courtyard
35) On top of the fountain / dark air shaft, water outlet
36) In a dungeon cell / star, oak door, air shaft

→ Insofar as the explanations and objects to the plan printed below. Let us now come to the step-by-step solution of the Adventures, as usual.
→ We start in a field (our starting position).
→
→ Dig (we found the first star that was easy),
→ go moat (that's not everyone's taste either),
→ hold breath,
→ swim down,
→ take towel,
→ swim down,
→ swim east,
→ u,
→ open cabinet (which gives us the "bliss spell"),
→ take crate,
→ s,
→ wring towel,
→ drop towel,
→ drop star,
→ drop fire spell,
→ drop seed spell,
→ drop light squared spell,
→ drop yoho spell,
→ drop wicked queens spell,
→ drop lycanthrope spell,
→ look up,
→ look battlements (we see a tin can on the walls of the castle, which we ignore for the time being. Your time comes later.),
→ w,
→ pull lever (the drawbridge is lowered),
→ e, s,
→ pull west wall (you have to come to this first, the wall moves and we are in the "vacant room"),
→ take methuselah spell,
→ take unravel spell,
→ e, n,
→ drop methuselah spell,
→ take wicked queens spell,
→ e,
→ cast unravel,
→ w (after an indefinite number of steps the chandelier falls from the ceiling. But be careful not to be slain. It has proven to save time to enter the command look up in the ball room and then leave the room again. The latter command tells us that above the chandelier there is a not (yet) accessible attic. We'll get to that later. Until the chandelier falls down, you should always walk back and forth between locations 7 and 11. When it finally falls down, we continue in the ball room like this),
→ go chandelier,
→ take star,
→ take glass,
→ go ballroom,
→ cast wicked queen,
→ i (we have now additionally received a magic mirror),
→ w,
→ drop star,
→ drop bliss,
→ drop crate,
→ take fire spell,
→ take seed spell,
→ take lycanthrope spell,
→ s,
→ push south wall (again the wall moves and we get into a storage room),
→ take star,
→ go down (here on the stairs we meet some rabid rats),
→ cast lycanthorpe (they flee into your holes),
→ look mirror (we turned into a ferret),
→ go hole,
→ take star,
→ go hole,
→ walk down (here there is an oak door leading into a dungeon, but we shouldn't waste any time opening it, as we need our spells more urgently for other things),
→ u,
→ walk up,
→ n,
→ push east wall (in this room all the walls seem to be moving so we can get into a dusty room),
→ cast seed (the stone door opens),
→ go door,

→ d (here we see a hot lava flow. One could dry the towel),
→ u, u, w, n, w,
→ go drawbridge,
→ w, w,
→ cast fire, at tree (now you can see ashes here),
→ look ashes (there is another star in it),
→ e, go drawbridge,
→ e, e,
→ drop star, drop star, drop star,
→ drop wood (this is a part of the lever that broke off when we opened the drawbridge earlier in the game). We put it here because it has absolutely no use in the game),
→ take bliss spell,
→ take light squared spell,
→ take crate,
→ n,
→ go drain (back in the sewage - Igitt),
→ hold breath,
→ swim down, swim down, swim down, swim down,
→ examine bottom (here we don't like it at all, but we find another star),
→ cast bliss (that teleports us back to the free field in front of the castle where we started),
→ go drawbridge,
→ e, e, e,
→ go chandelier,
→ cast light squared (the chandelier rises with us into the air and we can now get to the attic - but don't lose any time, the thing doesn't stay in the air forever),
→ go loft (and the chandelier crashes a second time),
→ take potion,
→ throw crate,
→ jump (we'll land safely on the box),
→ w,
→ take towel,
→ s,
→ push east wall (again it goes into the dusty room),
→ go door (we already opened it during our first visit here),
→ d,
→ cross lava (only good if you have a towel with you. Seems to be made of unknown and very resistant material - in any case it is now dry),
→ s,
→ take star,
→ take dizzy dean spell,
→ n, n, u, u, u, w, n,
→ drop towel,
→ drop star, drop star,
→ drop dizzy dean spell,
→ s,
→ push east wall (this is where we always come back to),
→ take dust (you have to think of that from the room name, because it is not visible. However, we urgently need the dust for our progress),
→ w,
→ drink potion,
→ look mirror (we are now invisible),
→ push down (we fall and land unharmed in the dragon's cave),
→ throw dust (the old dragon has to sneeze and opens a hole in the wall behind him),
→ take star,
→ examine dragon (there's another star),
→ go hole,
→ take firefly spell,
→ take star,
→ w, u, n,
→ drop mirror,
→ take permeability spell,
→ take yoho spell,
→ take star, take star, take star, take star,
→ w,
→ go drawbridge,
→ w, w,
→ cast permeability spell (suddenly it's dark),
→ cast firefly (it's better this way. we find ourselves in a hollow tree and a sign says that this is the ideal place to put the stars),
→ drop star, drop star, drop star, drop star, drop star, drop star, drop star,
→ cast yoho (we are back in the field in front of the castle),
→ go drawbridge,
→ e, e, e,
→ go crate (the box now has a hole caused by throwing it down when we're back from the attic),
→ go hole,
→ take metal,
→ go hole,

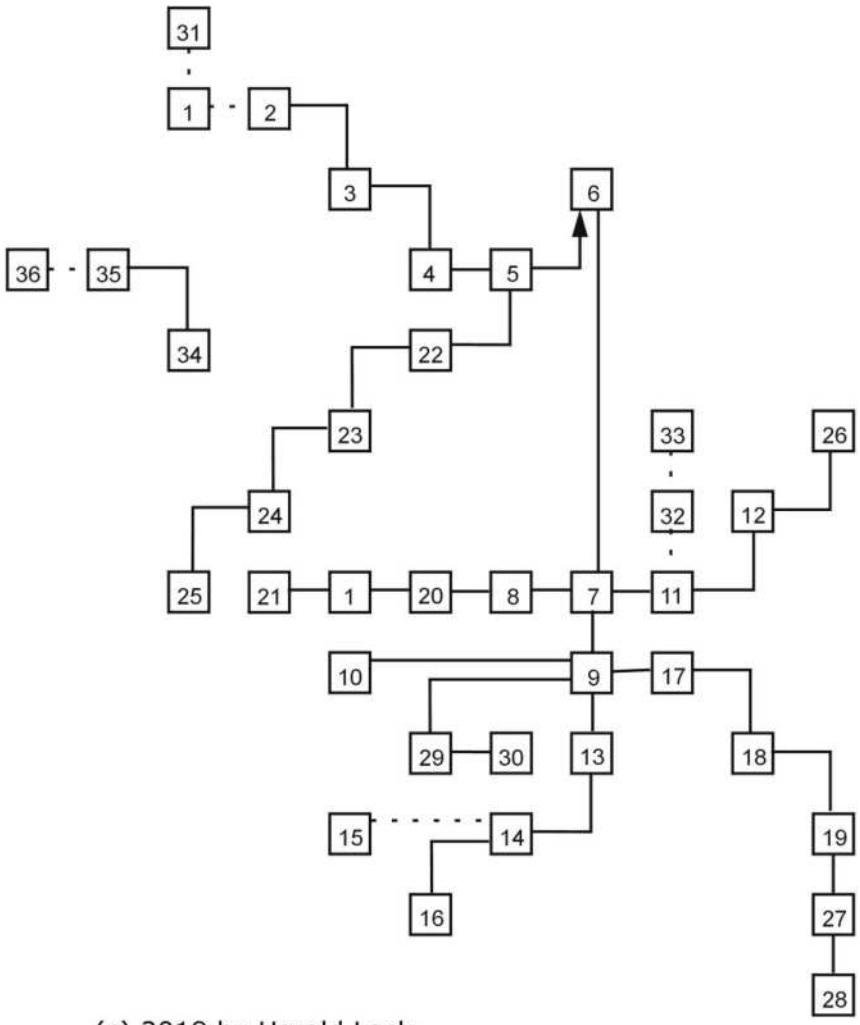
→ jump,
→ w,
→ take dizzy dean spell,
→ take bricks (we now have to throw the bricks after the tin can on the castle wall. The dizzy dean spell improves our accuracy, but the hit of the can is random. If we missed the can, we should go to the drawbridge, look for our bricks and try again. It is possible, however, that the bricks are not there. Therefore, it makes sense to save the score at this point, which makes things easier),
→ save game,
→ cast dizzy dean spell,
→ throw brick,
→ at can,
→ w,
→ go drawbridge,
→ take can,
→ open can,
→ with metal (the metal piece turns out to be a can opener),
→ examine can (we find another star),
→ e, e,
→ drop can,
→ drop metal,
→ take star, take star, take star,
→ take methuselah spell,
→ take towel,
→ examine fountain (it is a magical fountain of eternal youth that rapidly turns back our age. This we must make up for by methuselah spell having the inverse effect),
→ go fountain,
→ take star,
→ cast methuselah,
→ go centrepiece,
→ dry water,
→ go shaft,
→ take star,
→ wring towel,
→ cast yoho (we are back in our hollow tree),
→ drop star, drop star, drop star, drop star, drop star, drop star,
→ Score.
→ FINAL MESSAGE

'I've stored 13 treasures. On a scale of 0 to 100 that rates 100. FANTASTIC! You've solved it ALL!!

So this was once again an adventure solution from the cycle of Scott Adams programs. Maybe I could give a few valuable tips to one or the other and I hope you had some benefit from my work again. See you soon at this point...

Harald

Sorcerer of Claymorgue Castle



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»THE COLOUR OF MAGIC«
ADVENTURESOLUTION

1986/1988 Delta 4 Software
(Fergus McNeill and Judith Child)

Hello dear Spectrum Adventure friends!

Now I would like to dedicate myself together with you to the program "The Colour of Magic", which was published in 1986 by the software house Piranha. A re-release took place in 1988 by the software house Alternative Software. The adventure was programmed by Delta 4 Software, behind which the authors Fergus McNeill and Judith Child were hiding. The Quill Adventure System was used. My solution is based on the 1988 version, but should also work with the original version. As you know, the Adventure consists of four parts, which are so short that I want to cover all four parts of the solution together. The plans for the individual parts can be found at the end of the article (p.19). But before I deal with the printed plan and the step-by-step solution of the adventure, a short look at the story behind it.

The adventure itself closely follows the Discworld book by Terry Pratchett. Who knows the book, knows that it is a very unusual story in a surrealistic environment. The player himself embodies the somewhat unfortunate magician Rincewind, who doesn't have it easy in life. Through an accident at the beginning of his sorcerer training, one of Octavo's eight spells has hopelessly anchored itself in his brain. Since then it's impossible for Rincewind to learn any more spells, which is of course very unfortunate for a future wizard. But besides that he also has some remarkable qualities, which help him to keep on learning. For example, he is an excellent translator, has an unusual skill when it comes to staying alive, despite some external influences and can only be defeated by death itself. Our magician lives in the city of Ankh-Morpork on the Discworld, a very flat world as the name suggests. This is carried by four gigantic elephants, which travel on the back of the turtle A´Tuin through the endless widths of space. Some inhabitants of the Discworld have therefore already asked themselves the question where the venerable turtle is headed. There was the theory that A´Tuin came out of nowhere and is on its way to nowhere with its journey. This theory was also supported by the ruling scientists so far. The more spiritually inspired parts of the population pursued however a completely different theory. Their story said that A´Tuin was on its way from its birthplace to the common place of unification, where all planets, which were carried by large turtles, also moved. If they had all arrived at this place, they would unite for the first and only time. This would result in the emergence of new turtles which would likewise carry new worlds to their distant destinations. This theory was known as The Big Bang.

This is now our starting point, a world carried by elephants riding turtles with a confused magician with only one spell in his head, which he cannot pronounce, and a not-yet-bright fellow traveller in his company. What will this future bring?

Before we get started, one more hint. If you prefer to play the program as a pure text adventure, you can switch off the graphics by using the command "graphics off".

But now I would like to introduce you to the plan, its location descriptions and objects:

Part 1

1) Sitting at a little table in a dark corner of the Broken Drum
2) At the top of the cellar steps / saucer of milk
3) The cellar
4) The backstreet
5) On the window ledge outside Twoflower´s room
6) The room was small and shabby / luggage
7) The landing at the top of the stairs
8) Standing behind the bar
9) The inn was quiet / blind Hugh
10) Looking down into the darkness of the tavern
11) In the courtyard of the Broken Drum
12) At the hubward end of short street
13) On a small street leading turnwise from short street
14) The riverside was not very pretty
15) The docks were not a nice place / Crimple Way
16) On short street A
17) On short street B / small cat
18) At the hubward end of back street / beggar
19) At the corner of rime street and frost alley / guard
20) In frost alley
21) At the whore pits / bottle, some biscuits
22) Plaza of the broken moons

Part 2

23) The riverside terrace was rapidly burning down
24) By the people of Ankh
25) The small road was in flames
26) At the stables / a vendor of horses, 2 horses
27) On the road a safe distance from the still burning widdershin´s gate
28) On the crest of a large hill
29) By the campfire / Weasel, Brand the hublander
30) The road leads more or less turnwise to widdershins --> at the hub of the Discworld
31) Rincewind was following a winding road / mountain Troll, --> the forest seemed quiet here
32) The forest path leads hubward and widdershins through the forest
33) In a large open clearing / she-bear
34) The forest was quiet dark here
35) In a large clearing / great oak rose
36) Rincewind clung defiantly to the branch
37) Rincewind was clinging to a different branch
38) Rincewind stood near a storm swept hill at the edge of trees
39) Standing in front of an ancient building / Twolflower´s horse
40) The passage bent hubward and turnwise
41) At the t-junction
42) In a wide room / Twoflower, Death, Hrun the barbarian, crystal, fragments
43) Outside the collapsed temple / stab of meat
44) On a long road leading rimward along the hillside

Part 3

45) The road led hubward and rimward
46) The road faded out as it ran hubward into the trees / K!sdra, bronze Psepha
47) Somewhere in the forest
48) Onto the Dragon / K!sdra
49) The platform was a sturdy, wooden construction / K!sdra, bronze Psepha, pair of boots
50) Hanging upside down from the roof of the cave / Lio!rt, Lactith
51) At one end of a dark passage
52) At the foot of a broad flight of steps on a wide gloomy passage leading hubward and rimward
53) The passage was long leading rimward to hubward
54) The cell was dark and windowless
55) Rincewind stood at the end of the passage
56) At the rimward end of the passage
57) In a long passage leading hubward to rimward
58) In a long dusty passage leading away hubward and rimward
59) In a small cave
60) Large cave with a view
61) Rincewind climbed onto Ninereeds
62) The sea streched endlessly away to the horizon in every direction

Part 4

63) At the back port corner of the ship / Twoflower
64) On the port side of the ship
65) Below deck in a rather shabby hold / bottle of rum
66) In the ship´s kitchen / two bottles of rum
67) In a dark, salty store-room near the front of the ship / bucket
68) At the back end of the ship on the starboard side / dirty great pirate
69) On the deck on the starboard side of the ship
70) On the starboard side of the ship
71) In the lifeboat
72) In a different boat / Tethis
73) On the shore of an island by Tethis shack
74) In Tethis shack
75) On board the flyer / Marchessa the hydrophobe
76) In a richly decorated room
77) In a dark, featureless corridor
78) In a small room / two chelonauts, space suits
79) On a long, first floor balcony
80) On a balcony running turnwise and widdershins / couple of hydrophobes
81) On the widdershins end of the balcony
82) In a long tunnel
83) In a great arena
84) At the base of the tower
85) At the top of the tower
86) On top of the bronze ship

So these were all 86 locations and objects of my solution that we will find in the four parts. I hope I

didn't make any spelling mistakes with the sometimes very strange names - if I did, please forgive me. Provided with the necessary information, we can now work together to solve the adventure step by step.

Part 1:

→ Stand,
→ wait,
→ translate,
→ yes,
→ talk to Broadman,
→ say show Twoflower,
→ w,
→ take milk,
→ d,
→ go trap,
→ u, r, t, d, h, u,
→ out,
→ r, t, t, r,
→ yes,
→ h, w, w, r, r,
→ drop milk,
→ h, w,
→ yes,
→ t, h, t, h, w, w, r,
→ wait,
→ press lever,
→ turn,
→ talk to Stren,
→ h,
→ examine luggage,
→ take bottle,
→ take biscuits,
→ t, t,
→ talk to guard,
→ say where Twoflower,
→ r, w, h,
→ in,
→ d,
→ wait,
→ u,
→ out,
→ talk to Stren,
→ say hello,
→ (Save score for part 2).

Part 2:

→ r, t, t, h, h, h, h,
→ buy horses,
→ take horses,
→ r, r, r, r, w, w, h, w, r,
→ yes,
→ h, w, w,
→ kill troll,
→ r, w, h, w,
→ climb tree,
→ jump,
→ hit nest,
→ h, w, w, h, t,
→ talk to Death,
→ examine fragments,
→ take crystal,
→ talk to Hrun,
→ say hello,
→ wait,
→ wait, wait, wait, wait,
→ throw crystal,
→ wait, wait, wait,
→ take meat,
→ eat meat,
→ t, r,
→ (Save score for part 3).

Part 3:

→ Wait, wait, wait, wait,
→ h, h,
→ pull Kring,
→ r,
→ kill K sdra,
→ climb dragon,
→ wait, wait, wait, wait,
→ take boots,
→ wear boots,
→ eat biscuit,
→ drink water,
→ h,
→ kill Lio rt,
→ kill Lio rt,
→ remove boots,
→ d, h,
→ unbolt door,
→ open door,
→ in, out,
→ close door,
→ bolt door,
→ h,
→ wait,
→ imagine door,
→ enter door,
→ h, h, u, u, r, d,
→ wait,
→ climb dragon,
→ wait, wait, wait,

Part 4:

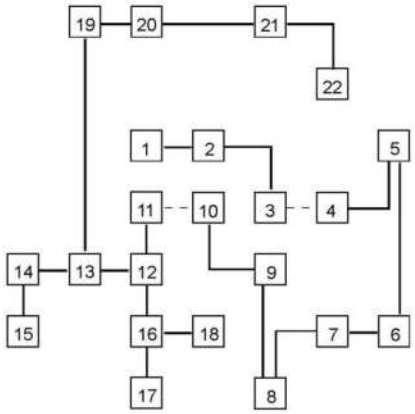
→ W,
→ open trapdoor,
→ d,
→ take bottle,
→ t,

→ take bottle, take bottle,
→ w, w,
→ take bucket,
→ t, u, t, h,
→ drop bottle,
→ w,
→ drop bottle,
→ w,
→ drop bottle,
→ t, t,
→ climb tub,
→ bail water
→ (until the frog appears),
→ take frog,
→ wait, wait, wait,
→ talk to Tethis,
→ say hello,
→ wait, wait,
→ open door,
→ in,
→ wait (15 times till Tethis arrives.),
→ wait, wait, wait,
→ out,
→ talk to Marchessa,
→ say hello,
→ wait, wait, wait (until the frog bites Garhartra's toe.),
→ attack Garhartra,
→ open door,
→ w,
→ open white door,
→ w,
→ attack chelonauts,
→ take suit,
→ wear suit,
→ t, h, w,
→ attack hydrophobes,
→ w, r, r, r, u, r,
→ wait,
→ CREATED!!!!!

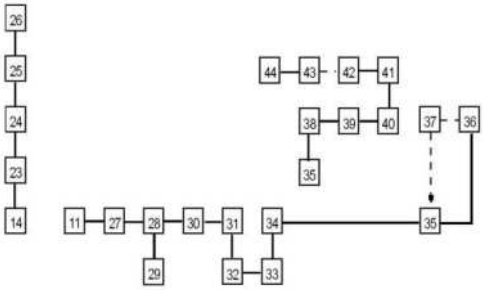
That's it, "Colour of Magic" is solved. I hope my hints or step-by-step solution has helped you again. See you soon here in the forum.

(Editor's note:
The copyrights of the graphics for the adventure solutions are with Harald Lack. The copyrights for the game are with the software house. The copyright for the novel "Colour of Magic" belongs to the heirs of Terry Pratchett.)

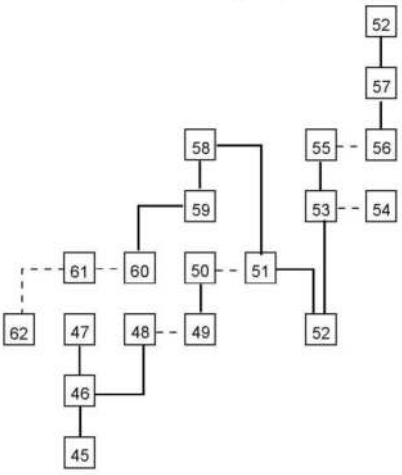
The Colour of Magic (Teil 1)



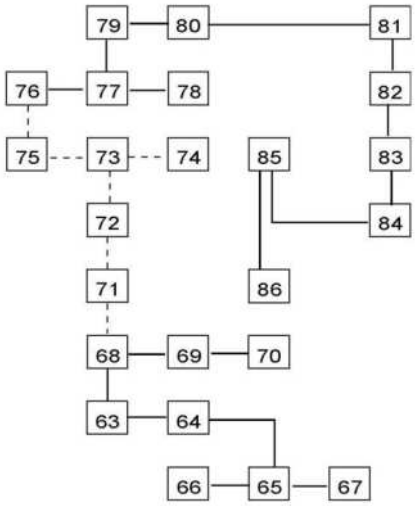
The Colour of Magic (Teil 2)



The Colour of Magic (Teil 3)



The Colour of Magic (Teil 4)



Dear Spectrum Adventurefriends,

in this adventure solution I dedicate myself to the program "WIZ BIZ", which originates from the house Alternative Software Limited and was published at the end of the 80's, more specifically 1987 in the program collection "4 Most Adventures". The program itself was written by C. A. Sharp, who wrote several adventures for the Spectrum. In my opinion this graphic adventure is a game of medium complexity, but sometimes it contains hidden hints in the location descriptions, which have to be found and interpreted first. What is this graphic adventure all about? Here is the background story:

The player embodies a certain Ralph, who often pours himself one on the lamp and visibly enjoys using one or the other sneaky spell against other uninvolved persons. Our friends are often the ones who suffer, so it's no wonder that they're not very good at us at times. Once again it was a horrible night in the "Duck & Plunger" - our favourite pub -, in which we fell totally under the influence of alcohol. So we're not surprised that we can't remember the little magic experiment where we turned one of our wizard friends - this time it met poor Mike - into a speckled salamander. When the spell was gone, nobody was very happy about what happened. So this was probably the reason why we ended up in a castle unknown to us, together with a person who is obviously not very well-disposed towards us, but who has so far refrained from further restrictions against us due to our soul relationship. If only we knew what the guy's name is... and there would be one or two puzzles to solve to free Mike.
So far the background story to this program, which admittedly doesn't give us too much help. But that shouldn't stop us at this point from getting to the solution. As part of my step-by-step overall solution we come to the following locations (with the corresponding items), which you will also find in the printed plan:

1) A dank and smelly dungeon / can of lager
2) A dungeon
3) Slime pits / token, key
4) A cavern
5) A cave A
6) A cave B
7) The old smithy / poker, pipe
8) The well house / soda syphon, gargoyle
9) The kitchen / frying pan, vacuum cleaner, gas cooker
10) The torture chamber / long rod, short rod
11) The wine cellar
12) The food store / bread roll, sausages, jar of mustard
13) The garden A / frog, three gruesome ogres
14) East chapel
15) The belfry / violin bow
16) The garden B / dream weed, wall
17) The garden C / clothes prop
18) The river bank A
19) The river bank slopes steeply into the river
20) The river bank B / sock
21) Stairs leed up to the battlements
22) A corridor A
23) The not so great hall / wardrobe, snarling dog, frock, pandora´s box, seeds
24) Ladies chapel / wood nymph, pair of pearl earrings
25) A corrdor B
26) The west gallery
27) The library / newspaper, skrying stone, books
28) The long hall / blazing fire, fire demon, petrol lighter
29) The short hall / spell book
30) The armoury / arms
31) The east gallery / guard
32) The Minstrell´s gallery / guitar, toilet
33) The tower / balloons, violin
34) The great hall / sleeping dragon, oak door, Mike the wizard
35) Mike´s room / vacuum cleaner, Mike the wizard
36) The river water is cold
37) Lady Violet´s kingdom / Lady Violet

So that was them, the locations through which we have to fight our way within the framework of my solution. But let's start right now with the step-by-step solution to this adventure. We start with a heavy head after a dissipated binge and go on like that…

→ Get Can,
→ Open Can,
→ Drink Lager,
→ Call Trool,
→ Stand Up,
→ N, E,
→ Get Key,
→ Get Token,
→ E, E, D, E,
→ Get Poker,
→ Get Pipe,
→ W, U, E,
→ Get Syphon,
→ Examine Gargoyle,
→ Insert Token In Slot,
→ Examine Well,
→ E,
→ Get Pan,
→ Get Vacuum,
→ Suck Up Spectre,
→ S,
→ Get Long Rod,
→ Get Short Rod,
→ Examine Long Rod,
→ Examine Short Rod,
→ E, N,
→ Get Bread,
→ Get Sausages,
→ Get Jar,
→ W, N, E, SE,
→ Get Bow,
→ NW, N,
→ Kiss Frog,
→ Kiss Frog Again,
→ N,
→ Get Weed,
→ Put Weed In Pipe,
→ N,
→ Get Prop,
→ S,
→ Vault Over Wall,
→ E,
→ N,
→ Fish,
→ Drop Long Rod,
→ Get Sock,
→ W,
→ Drop Prop,
→ N, W, W,
→ Throw Sock At Dog,
→ Unlock Wardrobe,
→ Get Frock,
→ Open Box,
→ Open Box,
→ Look,
→ Get Seeds,
→ Drop Key,
→ D,
→ Speak To Nymph,
→ S, E, N,
→ Look Into Stone,
→ Get Newspaper,
→ NW,
→ Poke Fire,
→ Get Demon,
→ Cook Sausages,
→ Make A Hot Dog,
→ Drop Pan,
→ Drop Poker,
→ Ask Demon For Light,
→ Invent,
→ Give Hot Dog To Demon,
→ W,
→ Get Book,
→ Read Book,
→ SW, S,
→ Light Pipe,
→ Give Pipe To Guard,
→ Drop Lighter,
→ D, E, E, E, N,
→ Plant Seeds,
→ Look,
→ Give Newspaper To Ogres,
→ N, N, N, W, W, W,
→ Read Second Spell,
→ Get Violin,
→ Get Balloons,
→ Say Second Spell,
→ Fill Balloon With Water From Syphon,
→ Throw Balloon At Nymph,
→ Look,
→ Get Earrings,
→ Drop Rubber,
→ Drop Syphon,
→ S, W, D, E, E, E, N, N, N, W, W, D, U (Note: Sometimes you just have to find your way back to the Great Hall by following the map.),
→ Play Flight Of The Bumble Bee,
→ Get Mike,
→ Speak To Mike,
→ N,
→ Get Prop,
→ S,
→ Vault Over Wall,
→ Drop Short Rod,

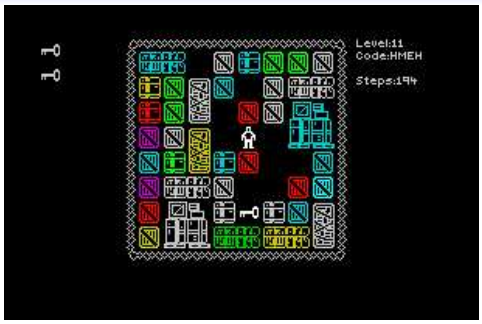
→ Drop Violin,
→ Drop Bow,
→ Drop Book,
→ Drop Prop,
→ E, D, E,
→ Call Lady,
→ Call Lady,
→ Give Frock To Vi.....
→ THE END

So, the war´s with the solution. Admittedly sometimes a little unusual, but overall relatively short and clear. Let's hope that no errors have crept in during the transmission of my recordings. I hope you liked it again a little and helped one or the other further.
See you soon again at this point with the solution of another Spectrum Adventure.

SOFTWARE 2017

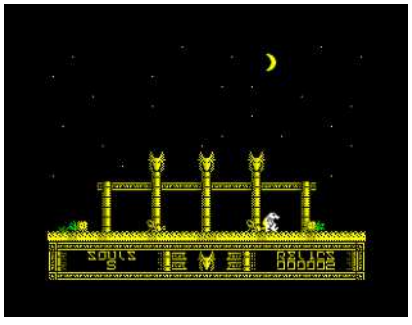
Hello dear Spectrum-Friend!
My mission is to introduce you to the software of times past and I started with the software 2014. That was three years ago. But since so many programs have appeared, this task seems almost impossible, because I couldn't get closer to the current date and have just arrived at the year 2017.
Of course the "SUC-Session" will appear more often now, but still more than 100 programs will appear per year and that means roughly between 30 and 40 programs per issue. If you look back to the best Spectrum times in 1986, the testers at that time had perhaps 20 programs per issue to examine. I don't want to turn the SUC session into a new edition of the ASM (Aktueller Software Markt, very well-known magazine in the 80s, comparable to C&VG in the UK). Therefore I will limit myself a bit and now introduce the programs that convince me and those that I think can be omitted.
As always, I will start with the games. Here I will continue to present only Spectrum games, none for the Next or other "Spectrum enhanced" models. This will change, if e.g. once the NEXT is distributed, we can assume that the users, who got themselves a circuit board, already know and/or have the few published programs.
Let's go:

Mazeract - *Jari Komppa and Antti Tiihonen*
Not the first program from the Finnish software company.
"Mazeract" is not a new concept, you are in a room and have to try to get to the door with a



limited number of steps. As a nice feature this is also commented in writing in a window. This shows that there is more to it than that. In my first tests I discovered keys and teleporters that you have to use correctly to reach your goal with just a few steps. As expected, this is becoming more and more difficult. As sound there is only the step noises, after all you can concentrate better in this puzzle game. But in the end the game couldn't persuade me to test it any longer. The idea is too old and in the end it's all about making it trickier. What bothered me was that often it wasn't enough just to reach the goal, you also had to collect all the keys. This seems illogical to me if I don't need all the keys to reach the goal. It makes sense, of course, that you might need the keys at a higher level, but I don't like it. Friends of puzzle games can have a look at it.

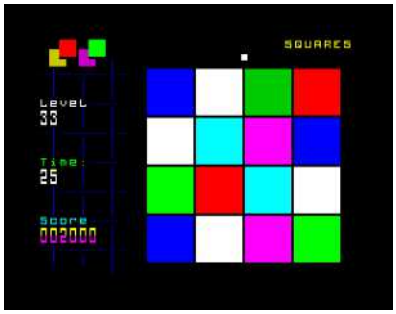
Monty´s Honey Run -
Monty Mole and the last souls - *Bubblesoft*



Our hero "Monty Mole" is back - not his first adventures of modern times. He takes Monty to a forest to collect honey. Another

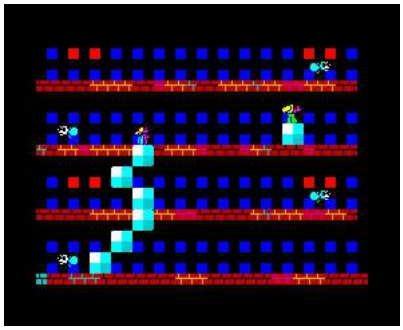
time Monty has to make his way through Egyptian tombs. He jumps over obstacles and collects the items he needs for his goal. The graphics are really very detailed and extraordinarily good. From the start screen onwards you are accompanied by music - with Lost Souls it is a very nice piece which corresponds to the "Indiana Jones" anthem and sounds good. The engine of this game is different from the earlier Monty games because AGD was used. But it's fun, especially if you've always been a Monty fan. Unfortunately, I'm not, I'm still looking for more innovative concepts, so it's not very recommendable.

Squares - *Kas29*



A super simple game. Among several quadrants you have to click on the one that was drawn as the only one in one color without "Bright". Good monitor, good eyes, quick reaction against time. After each level there is a bonus level where you can earn extra time by collecting small time symbols. I have to admit, I found it a bit tiring over time, always concentrating on finding the right colour, but it was fun.

Castle Capers - *Gabriele Amore*



Finally a slightly different concept. At first I thought this was a simple platform game, but it turned out to be something completely different. As a wizard, you have to save the fairies that are on different platforms. To get to a higher platform, you can put stones on it and then climb up on it. This sounds easy at first, but is made more difficult by a kind of flying insect that puts the wizard under a lot of pressure. Already in the second level this shows up, from then on the insects change the flight altitude and follow you, so you have only little time to leave a platform and get to a safe platform.

The concept is very good, the execution unfortunately leaves a lot to be desired. From level 2 on, the insects also follow you in height, so you don't have much time to get to the next platform. But in order to get one floor lower, you have to plan ahead and remove a stone before you make a hole in the ground. Once you are on the ground, it is not possible to remove the stone below you. In my opinion a mistake in the concept, you should decide yourself if you want to put a stone above, below or next to you or remove it. In addition, the insects are already very heavy opponents, time and time again they appeared even in a supposedly empty platform completely abruptly and a construction of three to four stones to climb up was not possible at the game speed then. All in all, I think the difficulty level is too high and the gameplay lacks the possibility to set stones not only left and right. The graphics are very colourful, little detailed, but nice to look at. The game is accompanied by a nice AY music. Hurray for the idea, maybe the concept can still be improved.

Foggy´s Quest - *Backpack Game*s

Another platform... how boring. With that you do "Foggy´s Quest" wrong. Although the main character actually only jumps through the screen and collects objects, it is technically mature, graphically above average and it simply shows that this genre has evolved since "Jet-Set-Willy". The exact timing for jumping is very important, often you have to calculate in advance which situation you will find yourself in after three more jumps. Nevertheless, the degree of difficulty is okay. The sound beeps something for itself, I wouldn't call it sound. But that's the only downside for those who still haven't had enough

of platforms: "Foggy´s Quest" is the perfect solution.

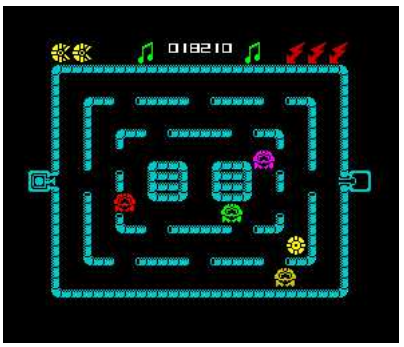
Computerspielemuseum´s guide - *Mojon Twins*

A small but well made and simple labyrinth game celebrates the 20th anniversary of the Computer Games Museum in Berlin. The labyrinth is actually the museum and there are devices in the rooms, but there are also objects related to these devices. For example, you can find an Atari joystick, a CD, etc., which you have to insert into the right device. If you have assigned all objects correctly, the game is solved. The graphics are very good, the gameplay fluid. The tasks are rather simple, but of course you can still touch an opponent, which then costs one life and you only have four. Apart from some game noises there are no sounds. All in all, the simple gameplay and the realistic task are pleasing. The package also includes a small breakout clone that was once broadcast on the radio (for recording).

Pilot Attack - *The future was 8Bit*

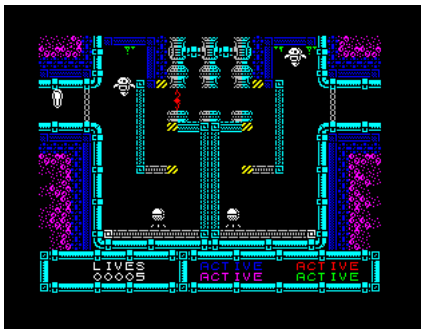
A shooter of a different kind. At first sight a simple vertical scroller, but especially the possibility to shoot diagonally. Another special feature, but also the inertia of the aircraft, which unfortunately does not facilitate control. Just because you can also shoot diagonally, aiming becomes even more difficult. You have to keep an eye on your shield and fuel. Both can be refilled, but even a full shield is useless if you crash into a wall. So cautious steering is the order of the day if your opponents only let one. Nevertheless, the game is not frustrating, but stays within the possible range and is fun. I certainly haven't discovered all the expansions yet, but you can equip your spaceship with better weapons than at the beginning. The graphics aren't very good, but also not bad. Sounds have been omitted except for gunshot noises. Check it out.

Globus - *Paco Lafuente Sanchis*



This new game is not a *»Pac-Man Clone«*, as you might think at first glance, but actually a new game idea. You have to transport a liquid from one side to the other, not get caught by the ghosts and defuse bombs that appear from time to time in time. Ghosts can be chased away by lightning, but they cannot be eaten. Touching remains deadly. A terribly jerky scroller runs in the menu, which made me doubt the author's programming skills, but the game tells me otherwise. It's fast, well animated and that despite a beeper sound that sounds very good. Only a few games contain a beeper sound without jerking, this is real programming art in a rediscovered game from 1987. The task itself was too difficult for me, I only managed level 1 with difficulty. But the motivation to try it again is there.

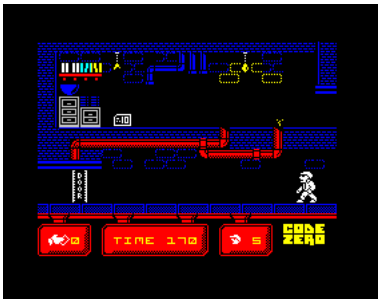
Ooze - *Bubblesoft*



You'd have to invent a new genre for this game. It resembles the platformer in general, but you don't jump, you just change the gravity. Either you stick to the ground, as we know it on earth, or you stick to the ceiling. In this way you have to avoid all obstacles in order to reach your goal. The graphics are very good, the AY sound also very good. Altogether no

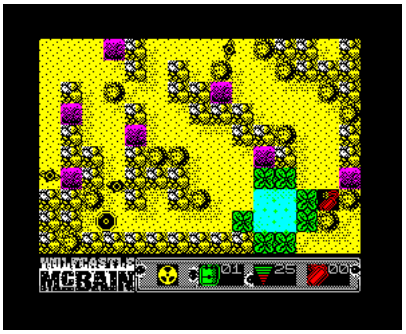
all around new concept and also this approach of a snail-like being already existed, but it is refreshingly different from most new releases, technically perfect, plays well and is fun.

Code Zero - *Paul Jenkinson*



Paul always stands for a good quality of games and even if AGD was used here, it doesn't harm the game fun. The game is easy to understand. You have to find keys in different rooms to open doors. Unfortunately you don't know which key fits into which door, only... try it out. The character can only run left, right, up and down. Don't jump. Obstacles have to be overcome with the right timing. The game pleases because it is actually quite simple, nevertheless I could not solve it in the test time. Graphically I would place it in the upper area, the rooms are detailed, the figure is well animated. No music is played, only some sounds like footsteps can be heard. Good fun.

Wolfcastle McBain - *C.Oscar Garcia*

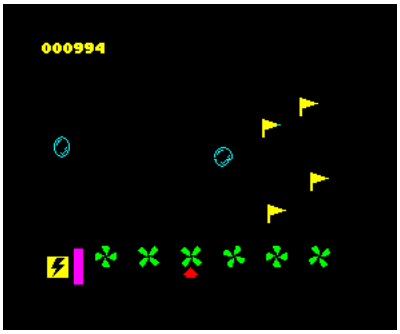


It was hard for me to form an opinion about what this game is and if I like it. It reminds me of Commando or Rambo, but it also has strategic elements. Basically, our hero is shooting his way around. Opponents appear again and again, but aren't particularly intelligent and easy to shoot. Some other items always follow fixed paths and you can avoid them, you just have to take care that the constantly appearing enemies don't annoy you. The strategic element is provided by the items you can collect. Some items are hard to see, the easiest way was to use the toolbox to open doors. You can also move stones to disrupt the enemy's path. Altogether a quite interesting game, graphically not quite up to date and sound is virtually not available, but if you like to combine ballroom and fiddling, you are right here.

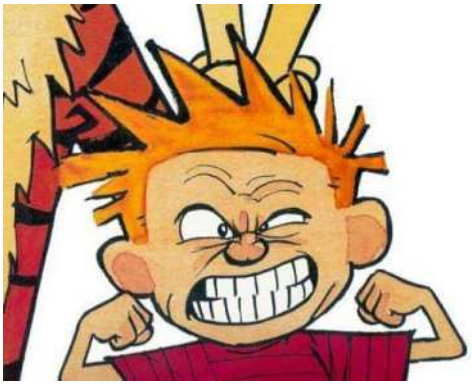
Jubble - *Jonathan Cauldwell*

Time for new concepts, time for a new program by Jonathan Cauldwell. One controls some fans. By switching them on and off you can determine the height of the passing fans.
Balloons, which in turn have to achieve certain goals. Not a pure puzzle game, but also no action game, a good mixture that is a lot of fun. The graphics are rather simple, but the sound is a real catchy tune. Absolutely try it out.

Space Junk - *Miguetelo*



New author, new game concept. As far as I know, you could call it strategic shooting. Because the spaceship doesn't move completely freely, often turns unexpectedly, so you need the right strategy to shoot from the right side. In addition, a cool sound, colorful graphics at the upper level... that's all it takes. Top.



THE ZX SPECTRUM PROTOTYPE
THE EARLIEST KNOWN SINCLAIR ZX SPECTRUM PROTOTYPE

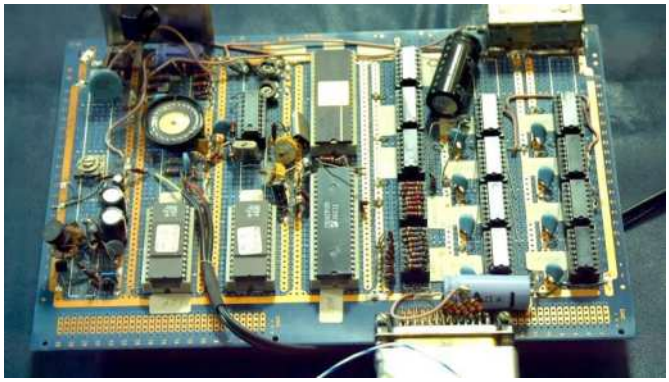
by Richard Speed

(Source: Centre for Computing History)

The Saints of Silicon at the Center for Computer History have taken possession of the original Sinclair ZX Spectrum's structure courtesy of Kate and John Grant.

Grant, who also worked on the guts of Sinclair's ZX80 and ZX81 (...), donated the prototype hardware to the Museum Centre for Computing History.

The hardware was owned by Nine Tiles, a company responsible for the BASIC ROM in the ZX80 and ZX81. Nine Tiles was asked to supply the new BASIC for Sir Clive's new colour computer. Judging by the labels on the ROM chips, the computer dates from around July 1981.



The PCB of the prototype

Dominated by the Z80A CPU, the board lacks a case, a reflection of its prototype nature, but it has most of the IC's that later form the heart of the ZX Spectrum. The layout is of course different from the later ZX Spectrum layout. For example, the connections for the cassette recorder are missing. Instead, the audio cables were firmly connected to the board.

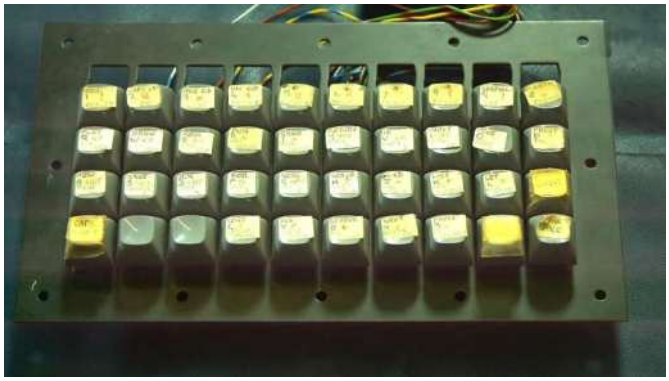
The keyboard connector is also different, equipped with a stable plug instead of the weaker Flex connectors. The keyboard itself also has full-featured keys, which was undoubtedly sacrificed on the altar of cost and design, but would have been welcomed by users. The functions are noted on handwritten labels and match those that are ultimately printed on the rubber incarnations of the keyboard.

The prototype that Nine Tiles received also has a considerable amount of free wiring, giving an insight into the design processes of the day.

Steve Vickers, who joined Nine Tiles in 1980, worked on the BASIC for the machine after adapting the ZX80 firmware for the ZX81 and adding floating point mathematics, among other things.

Richard Altwasser of Sinclair Research was commissioned to develop the hardware.

The duo later left their respective companies and founded their own company, *Jupiter Cantab*, developed the »*Jupiter Ace*« and launched it on the market.



The keyboard with »*real keys*«

The Register talked to museum curator and CEO Jason Fitzpatrick, who told us that the hardware had been set on fire sometime in the past and that the museum hoped to bring it (the prototype) back to life in the coming weeks if the silicon worked with them.

Fitzpatick explained, »We will first remove the ROMs, saving all the data left in them. Then we'll check the circuit and make sure it's electrically sound - we'll remove the chips and check the voltages to make sure there's no damage.«.

If everything is in order, the team will try to see if the prototype works. Not that there's a lot you can actually do with a 16k ZX Spectrum.

No matter what happens when you turn it on, the hardware will be on display in the museum "within the next two weeks". It won't be powered, but the gang has plenty of Sinclair hardware at hand for those who want a little retro-feeling.

And the value? In a world where a functional Apple 1 board can earn $350,000, it's difficult to set a price for a single piece. Fitzpatrick remarked, "It's in the eye of the beholder."

As for the later ZX Spectrum itself, it was shipped in April 1982 with an unfinished Firmware and a BASIC ROM that can be charitably described as lethargic. A plan to deliver an updated ROM was dropped due to the popularity of the Spectrum. The finished firmware was shipped on peripherals that could supplement the functions of the ZX Spectrum's incomplete ROM as needed.

Meanwhile, Adrian Page-Mitchell and Philip Searle from the museum are learning a little to handle the historical home computer equipment to warm the hearts of nerds of a certain age.

The original article can be found on the website with the following link:

https://www.theregister.co.uk/2019/03/05/the_first_zx_spectrum_prototype_laid_bare/

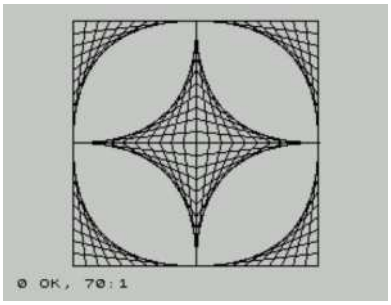
The Register website also features a video presenting the prototype.

The website of the Centre for computing history is also worth reading. On this page you can find another article and a video about the prototype.

http://www.computinghistory.org.uk/det/51620/sinclair-zx-spectrum-prototype/

Could it be that this warning is a little late for us?!


```
10 FOR n=0 TO 89 STEP 8.8
20 PLOT 40+n,0:
   DRAW -n,88-n
30 PLOT 40+87+n,0:
   DRAW 88-n,n
40 PLOT 40+175,87+n:
   DRAW -n,88-n
50 PLOT 40+88-n,175:
   DRAW n-88,-n
60 PLOT 40+n,88:
   DRAW 88-n,-n:
   DRAW 88-n,n:
   IF n>0 THEN DRAW
   n-88,n-1:
   DRAW n-88,-(n-1)
70 NEXT n
```



Found on Facebook, 15.4.2019, Program by Uwe Geiken

```
 10 LET a$="SPECTRUM"
 20 BORDER 1: PAPER 1: INK 2: CLS
 30 LET u=0: LET v=0
 40 GO SUB 60
 50 STOP
 60 REM Big Letters
 70 FOR i=1 TO LEN a$
 80 LET c= CODE a$(i)
 90 LET c=c-32
100 GO SUB 150
110 LET u=u+8
120 IF u>24 THEN LET u=0: LET v=10
130 NEXT i
140 RETURN
150 FOR j=0 TO 7
160 LET z=PEEK (15616+j+8*c)
170 LET p=128
180 FOR k=u TO u+7
190 LET b=z>=p
200 IF b THEN PRINT AT v+j,k;
    INVERSE 1;" "; INVERSE 0:
    LET z=z-p
210 LET p=p/2
220 NEXT k
230 NEXT j
240 RETURN
```

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